



The American Go Journal

Volume 21, No. 4

November, 1987



NATIONAL GO SOCIETY

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The American Go Journal

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Go is . . . an ancient board game which takes simple elements – line and circle, black and white, stone and wood – combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible, and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage, or reversed as the game progresses. There is no simple procedure to turn a clear lead into a victory. Go thinking seems more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the stones, a "sense" of form, a gestalt perception of the game.

Beyond being merely a game, go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance in delicate balance across the board. But most important for all who play, go, as a game, is challenging and fun.

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- Publishes **The American Go Journal and Newsletter**
- Sanctions and promotes AGA-rated tournaments
- Organizes the US Go Congress and Championships
- Maintains a computerized numerical rating system
- Distributes an annual club list and membership list
- Schedules and organizes tours of professional players
- Works to develop a strong national network of clubs
- Promotes go and develops projects to strengthen the US go-playing community

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Thank you for your help!



Roy Laird

Welcome to the new, expanded AGJournal. We are celebrating our 1000th member with a special, expanded 48-page edition, including a long look at the centerpiece of the American go calendar – The US Go Congress. Henceforth we will bring you 40 pages instead of 32. More columns – one starting this issue by Membership Secretary Bob High and one starting next issue: “The Direction of Play: ABC’s for TD’s,” by Ken Koester, our new Tournament Coordinator. Cleaner type, for technical stuff especially. More everything. Maybe we can run the three major Bob Terry translations that are still waiting, or more translations and articles by Janice Kim, our new pro 1-dan (who is eager to do them), or more life-and-death problems, or more of Kageyama’s “The Ten Worst Moves of 19____” (see AGJ 20:1), a popular, regular feature in Japan, or perhaps more from the vast unpublished and fascinating Chinese go literature. Find us another 500 subscribers, folks, and we will go to 48 pages. Honest.

I don’t usually claim this editorial prerogative – in three years as Managing Editor, this is the first time. However, I cannot let pass the chance to thank Stacy Antokas and her graphics company for making this page, and many future pages, look like this. Bill Buckley, a typographer (who won the US Meijin 1-kyu section), is using professional equipment (obviously) and we have big plans. Soon, we hope, the whole Journal will look like this. Thanks, Stacy. As Vidal Sassoon might say, we hope our looking good makes you look good.

More exciting go events are happening now than ever before – in fact coverage of them dominates this issue (though there are three technical articles too.). The historic playing of 1987 Meijin Title Game No. 1 (p. 7), was only the most recent. It followed the Fourth World Youth Wei-chi Championship, (p. 12) and sandwiched in between was the wonderful US Go Congress (19 pages of coverage begin on p. 18.)

Go has been getting a lot of good press lately. The August 24 issue of *People* devoted a full page to Michael Redmond – “An American In Tokyo Shows The Japanese He’s Got It At Go.” Skip Ascheim placed a really fine Congress article in *The Boston Globe*. *The New York Times* ran a dispatch from Tokyo to coincide with the Meijin, an odd article on the relative “strangeness” of Japanese go professionals. The following Sunday, *The Times* had a more appropriate piece concerning the US Meijin Tournament. ABC News showed up, but the US agreed to a missile treaty with the Soviets that day. Talk about bad timing.

But if you think all this is great, just wait a few months. The \$1 Million World Pro Cup is coming. Read on.

Go News

A World Pro Go Championship — \$1 Million —

by Roy Laird

The rumors have been surfacing for years, but now it seems certain — there will be a World Professional Go Championship sometime next year, at a cost of \$1 million. The winner will walk away with a cool \$400,000 — the largest prize ever won in a go event.

The Ing Chang-ki Wei-Chi Educational Foundation, which has conducted The World Youth Wei-chi Championship every year since 1984, will sponsor the tournament, which will take place every four years, coinciding with the summer Olympics.

According to the October issue of *Wei Chi* magazine, published in Taipei, sixteen players from all over the world will compete. Masao Kato (who just defended his Meijin title in New York), Shuko Fujisawa, Masaki Takemiya and Koichi Kobayashi will represent Japan, and many of the other players will have had the benefit of Japanese training. All three players representing Chinese Taipei will arrive by way of Japan — Lin Hai Fong (Rin Kaiho, Kato's opponent in New York), Wang Li Chun (O Rissei, the sensational 8-dan who accompanied Lin to the First US GO Congress) and Wang Ming Wan 7-dan (O Meien). The two Chos will play for Korea — Cho Chikun, who reigned supreme in Japan until a recent auto accident brought on a slump, and Cho Hun Hyun, the enigmatic figure who has dominated Korean professional go for years. Nie Wei-ping, Ma Xiao Chun, Jiang Zhujiu (who toured the US last January) all 9-dan, and Liu Xiaoguang 8-dan will play on the only independently trained team, representing mainland China. Wu Sing

Sen, a Chinese 9-dan who recently moved to Australia will represent the Land Down Under. And Michael Redmond 5-dan will play for the US.

The tournament will have four stages, beginning with a hair-raising one-round knockout in Paris on August 8. Half the players will be eliminated instantly, no doubt including a few surprises. No two players from the same country will be matched in this event. Losers take home a playing fee of \$5000. From then on play will occur in three mini-tournaments of increasing length. Four players will be eliminated in a \$15,000 best-of-three series, followed by a \$25,000 best-of-five series producing the two contenders. They will settle the matter in a best of seven games. The dates and locations of these events have not been announced, but we might get to see part of it without crossing an ocean.

Games will be played under Mr. Ing's rules, which he developed some years ago. Mr. Ing's (and the traditional Chinese rules), in nearly all cases will produce the same result as the Japanese rules that we westerners are familiar with. (see AGJ 18:4 11/87 for more details). There will be one big difference — Black will give White 8 points, rather than the five-and-a-half that Japanese pros are used to.

Who will hold the crown, take the Gold Medal for the next four years? With such an assemblage of legends it is hard to say. Some favorites will disappear immediately, victims perhaps of a bad day. Beyond this point, Nie is hard to bet against. He has won eight games in a row against top Japanese professionals in The NEC Super Go Series. Go *World* #48 points out that "in recent years [Nie] has been overtaken by Ma in internal [Chinese] tournaments, yet in international matches there is no comparison . . . The greater the pressure,

the better Nie plays.”

Wei Chi magazine quotes Mr. Ing: “The time is right for a tournament like this. Ten years ago, the Japanese would have beaten everybody. Today, who knows?” But thanks to Mr. Ing, everyone who plays go will win.

Correction:

In last year's Congress issue we reported that Hai Chow Chen had won third place, but in fact it was Wendell Chen of Texas. Sorry about that, Wendell. While we're correcting things – last issue we told you about “occasional telephone matches between clubs” that preceded the Baltimore-Cleveland Telesuke Tournament this spring. To be more specific about these worthy predecessors: in the 1970's a club at Indiana University played long-distance matches against Purdue, Ohio State and The University of Michigan. The latter battle included Ken Koester, AGA Tournament Director, on the Indiana team and

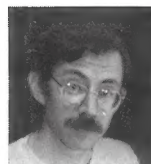
Bruce Wilcox, author of *NEMESIS*, playing for U. Mich. Koester also played electronic go on the PLATO network in 1977, reigning as undisputed champ – at 6-kyu. (He's gotten better since then.) In addition, telephone matches were organized by Roger White of Cleveland and Richard Dolen in Los Angeles in the 1960's.

What Makes a Winner?

What do the winners of three of Kido's Annual Awards have in common, aside from being at the top of the Japanese go world? They attended the First US Go Congress! O Rissei, who came for two days with his teacher, Rin Kaiho, won the prize for having the highest number of tournament wins in 1986 (37). He also won Kido's “Fighting Spirit” Prize. And the “New Face” Prize went to a woman for the first time this year – Shinkai Hiroko 3-dan (21-15-1), who turned out to be a fearsome ping-pong player as well.

TOURNAMENTS AND EVENTS

DATE	EVENT & SITE	CONTACT
Jan. 17	Massachusetts Go Association Winter Tournament	Don Wiener (617) 734-6316
Feb. 13-14	The New Jersey Open Rutgers University	Bob Ryder (201) 273-8783
Feb. 27-28	The Second Big Orange Winter Tournament	Joel Sanet (305) 652-1137
May 16-20	THE TENTH WORLD AMATEURS Tokyo, Japan	Barbara Calhoun (718) 638-5163
July 23-Aug. 7	1988 EUROPEAN GO CONGRESS Hamburg, Germany	Anton Steininger Wienerstrasse 69 A-4020 Linz Austria
July 30-Aug. 7	1988 US GO CONGRESS Berkeley, CA	Ned/Joanne Phipps (707) 792-0141
Aug. 8	THE FIRST WORLD PRO GO CHAMPIONSHIP Paris, France	Barbara Calhoun (718) 638-5163



Bob High

Broadening Your Go Horizons

American go players, especially those who have learned the game from books and played mainly in this country, may not be aware that there is a rich international go literature available, much of it directed at beginners and kyu-level players – and you don't have to learn an Asian language to enjoy it!

Go is an international game, and the go playing communities of a number of Western countries, especially in Europe, have for years published their own journals, and sometimes even books on the game. Some journals are in English, and anyone with a smattering of French or German will profit from dipping into a few others mentioned here, as well as exercising their language skills.

Dutch Treat

GO, the publication of the Nederlandse Go-bond, is now in its 24th year. Holland may have the strongest go-playing community outside the Orient and their journal, 48 pages appearing 6 times per year, reflects this fact. With regular coverage of Dutch and European tournaments, including games commentary by some of the strongest Dutch players, there is plenty of material for the dan-level player. But there is also plenty of material aimed at kyu players, including regular features on 13 × 13 go for beginners, handicap strategy, tesuji and tsume-go (life-and-death). The Dutch journal has also featured a number of articles on computer go.

"But I don't read Dutch," you say. Neither do I. But many of the articles require only that one be able to "read" a go diagram intelligently, and with a little German and/or patience, it's even possible to make out a good deal of the game commentary such as the following:

Wit 116: Pffff. Het is nu ko. Zwart heeft veel ko-dreingen tegen de centrumgroep . . .

Sprechen Sie Go?

The *Deutsche Go-Zeitung*, published by the Deutscher Go-Bund is another attractive publication, usually around 40 pages, appearing bimonthly. It contains game records and commentaries on Japanese pro games, information on the German go scene and extensive "teaching" articles on everything from 9 × 9 go, go for children, and life-and-death to end-game problems and style in the opening. The production team has recently suffered some problems of "burnout" (what else is new?) according to the final 1986 issue (which arrived in mid-1987), but they are committed to continuing to produce a quality publication.

Parlez Vous Go?

Go – *Revue Française du Go* is my personal favorite among the European go publications. The French Association is quite lively, with strong 5- and 6-dan players frequently writing articles, columns and game commentary for the journal (a tradition one wishes we had in the US!). There are tournament reports, news from Japan, China, and Korea, and features for beginners and mid-kyu players. There are also

continued on page 45

Meijin Masters Manhattan

by Wynne Evans

Photos by Asahi Shimbun



*Lin and Kato stride toward their fate in *The Meijin Sen*; in the background Michael Redmond considers how to catch up.*

The night before the first game of the 1987 Meijin Tournament, Kato Masao, current Meijin, and the challenger, Lin Hai Fong (better known in the west by the Japanese pronunciation of his name, Rin Kai Ho), were mingling at a cocktail reception at The Essex House Hotel on Central Park South in New York City, wearing chrysanthemums in their lapels, sipping orange juice, shaking hands and politely smiling as they were asked to pose for one more photograph with one more dignitary.

The players had flown over from Japan only two days before and both of them seemed concerned that jet lag might affect their play. "The first morning in New York, I woke up at 3:00 AM," Lin told an interviewer, "The next morning I woke up at five, so tomorrow I should be perfectly adjusted." The interviewer asked each of the players what they thought their chances of winning were. Kato, Meijin, thought for a moment and came up with a precise estimate, "Forty seven percent," he said

smiling. Lin also considered for a moment, mentally adding up the various factors, "Zero percent" he concluded ruefully. However, both players looked very composed and determined to apply themselves.

Play began exactly at 9:00 AM the next morning, in a room on the twenty sixth floor of the Essex House with a beautiful view over Central Park. The sky was heavy and grey, and rain alternated with an unseasonably close and oppressive heat that did not let up for the whole four days. Kato played the first move on the three-four point in Lin's left hand corner, then he took off the stone and played it again, and again, as flashbulbs popped and cameras rolled. Within a few hours their picture was on the front page of the *Asahi Shimbun* afternoon edition.

Meanwhile, in a conference room down on the second floor TV monitors had been set up showing the game in progress. As the game began, there were only about a half dozen people



"Killer" Kato Masao

Kato, 40, learned go as a disciple in the famous Kitani school, which helped to revolutionize modern

go with the concept of central influence. He became professional shodan when he was only 17. A few years later (1967), he became the first 4-dan ever to qualify for the Honinbo League. He became known as "the Killer" for his aggressive style, which often reduced opponents' positions to rubble. His book, *Attack And Kill*, is published in English by Ishi Press. He was the challenger to many major titles, but did not win one until taking the Gosei from Otake in 1976. Then there was no stopping him. He was considered the outstanding player in Japan until Cho Chikun began to dominate the go scene in the early 1980's. Lately Kato has come back to the top of his form, and he was delighted to win the elusive Meijin for the first time last year. He currently holds four major titles.

Lin Hai Fong (Rin Kai Ho)

Lin Hai Fong was born in Shanghai in 1942 and came to Taiwan after the war. In 1950 Wu Ching Yuan (Go Seigen), arguably the greatest player of the twentieth century, visited Taiwan. There he encountered an impressive ten-year-old Lin, who had learned go from his older brother. Lin moved to Japan and became Wu's disciple. In the 1960's and 1970's, he was at the forefront of a generation of "young lions" who dominated go. By age 25, Lin had already become the youngest 9-dan ever (until Cho Chikun). The following year (1968) he became the youngest Meijin in history, defeating Sakata, who was at the peak of his power. Then he took the Honinbo away from Sakata as well, after Sakata had held it for eight straight years. As the second person in history to hold both titles at the same time, he was recognized as the top player in Japan. The historic 1971 Honinbo Match – which Lin lost to 22-year-old Ishida – became the subject of a book, one of the first ever translated into English. He held the Meijin Title half a dozen times, and has held over 20 titles in all. He continued to dominate the go world until Kato came along in the mid-1970's. Since then he has always remained in the top ten.



downstairs watching the silent, motionless board raptly. But as the day progressed more and more trickled in until, by late afternoon, the large room was overflowing with excited go fans craning their necks to get a glimpse of a disembodied televised hand laying down the next stone. There was often no visible change on the monitors for a half hour at a time, yet the room crackled with a tension and immediacy that is impossible to convey in a printed game record. Everyone in the room had a sense of the almost frightening concentration that went into each "delay," and many speculated on what the players might be thinking. The less inhibited in the crowd offered their opinions as to where Lin and Kato should play next. For better or worse, the pros seldom followed their advice.

W82 was the sealed move at the end of the first day's play. (*Game Record pg. 11.*) Black had just peeped at White's hanging connection with 81, threatening to unconditionally chop off a large, eyeless group. White thought for 24 minutes before sealing his move.

Kano Yoshinori, 9 dan, gave a brief commentary at the end of the first day's play. He showed the envelope that contained the sealed move and joked that, if he got mugged that evening he would give up his money, but the muggers would have to kill him to get Lin's move. He laid out the day's moves one by one on a large demonstration board. Most of the moves passed by with little or no comment, but when Kano came to W22 and 24 he paused. "Lin often plays moves that at first sight seemed strange," he said, "but later one realizes that they were just right." But Lin himself later called the combination of W22 through 28 "insane." Kano gave the impression that he felt Black had the advantage at the end of the first day, but he was clearly unwilling to say anything that might affect the next day's play if the players happened to hear of his comments. He was visibly embarrassed when asked directly who had the better position, and he sidestepped the issue by

asking He Xiaoren, a visiting 5-dan professional from mainland China for her comments. Ms. He praised both players. "This is the highest level of professional play." She especially admired B61, a resolute move, conceding territory to White in order to attack. Ms. He said directly when asked that she would prefer to hold Black.

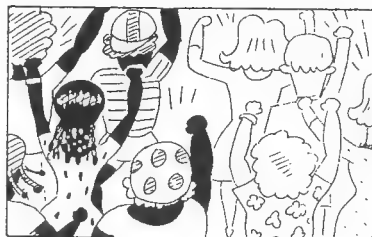
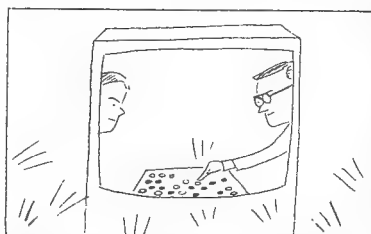
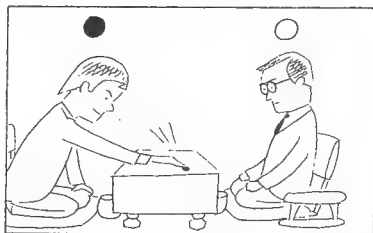
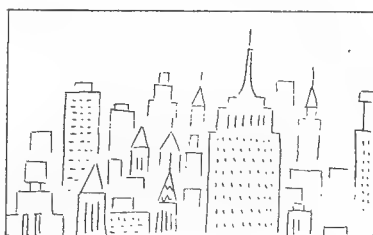
When the sealed move was opened on the second day of play, Lin had, as expected, used W82 to connect against Black's peep. Presumably Lin had been thinking of the follow up during the 24 minutes he used to seal 82. He later confessed that he felt that he was behind at this point and that he had a hard time sleeping Thursday night.

Throughout the second day Lin continued to leave his large weak group to look after itself while he took territory with moves such as W98 and 118. In the end it became ko for the life of the group and Kato was able to devastate White's main area in the upper left corner as his compensation for letting White live. When Kato descended with B199, he had the game won.

After the game was over the players remained seated at the board for two hours going over the game and playing out variations. In his commentary that evening, Kano said that they would have stayed there all night, except that the hotel needed its room back.

Now that the game was over, Kano seemed to have less reservations about discussing it. W22 and 24, weakening the stones on the left side in order to

フジ三太郎
サトウサベイ



△勝訴△

白石齊さん(田内)が製作した白野市役所の陶壁画



Watching a casual game between Mr. Ozawa of the Nihon Kiin Overseas Dept. & Mr. Kobayashi, editor of Kido. Michael Redmond makes a point, as Lin, Kato, and Kano Yoshinori look on.

from the ASAHI SHIMBUN - 9/18/87

take the maximum corner territory indeed seems to have been the turning point of the game. Kato used to be called "Killer" because of his fondness for cutting up enemy groups and destroying them, but in recent years his style has grown calmer and more mature. He now seems more willing to overhaul his opponents gradually, so that some have suggested the new nickname "Kato, Winner Of Games By Half A Point." Nevertheless, Kano said, when Lin

The Meijin: An Ancient Lineage

The Meijin Title's long, venerated history began in the late 1500's, around the time that three pre-eminent warlords – all enthusiastic go players – reunified Japan after a long period of civil war. Nobunaga sought out the strongest player, Nikkai, a Buddhist priest who lived in a pagoda known as "Honinbo" in Kyoto. Nobunaga was so impressed with his skill that he called him "meijin," meaning "master" or "expert." Nikkai later became known as "Honinbo" as well, a name he bequeathed to the school he founded.

In 1582 Nikkai played a famous game in which a triple ko arose. The following day, Nobunaga, who had watched the game, was killed by a rebellious ally. Thereafter, a triple ko came to be regarded rather like "aces and eights" in the Old West – a menacing omen.

Nikkai, who changed his name to Sansa, found favor with Nobunaga's successors, including Tokugawa, who established the Tokugawa Shogunate which ruled Japan for 250 years. Tokugawa endowed four go schools (Sansa founded the Honinbo school). These schools were supervised by a meijin godoroko – a sort of "go major-domo."

During this entire period, only eight players achieved the distinction of "Meijin" by demonstrating clear superiority to the players of their day. At other times, the four schools would confer to select a godoroko. Great strides were made during this period, espe-

cially in the nineteenth century, when at least a dozen true geniuses emerged. The heads of the four schools and their protégés would meet each year for a series of "castle games." Schools would perfect new openings, then spring them at the right moment. The "taisha" (large slant) pattern was discovered in this way.

With the end of the Edo period in 1868, this "golden age" of go ended as well. When the last Meijin (and Honinbo) – Shusai – died in 1937, he willed both titles to the Nihon Kiin. In 1961 the *Yomiuri* newspaper revived the title of Meijin, sponsoring it as a major tournament. Similar developments with other papers around this time re-established go as a major force in Japan. The preliminary round of the Meijin is a grueling, year-long round robin that runs throughout the year, producing nine players who then play off to pick the challenger. The resulting best-of-seven series is followed avidly by millions of players in Japan and around the world.

In 1975 the *Yomiuri* and the Nihon Kiin were unable to agree on terms for the Meijin and the *Yomiuri* dropped it. The *Asahi* immediately stepped in, leaving the *Yomiuri* with no choice but to start their own rival tournament – the Kisei, now the most lucrative tournament in Japan. The net effect of this was the addition of a major go tournament to the schedule and a great increase in support for go – perhaps even the beginning of a new "golden age."

played white 46 and 48, committing himself to saving the now heavy white group, Kato sat back and smiled.

The next morning, the so-far victorious defender greeted 92 players who had come to New York for the "Amateur Meijin" tournament, also held at the Essex House. The open section was won by Mr. Joong Ki Kim of New York. Many of the other top places were taken by players from The New York Wei-chi Society in Chinatown. Winners of the upper divisions were delighted to dis-

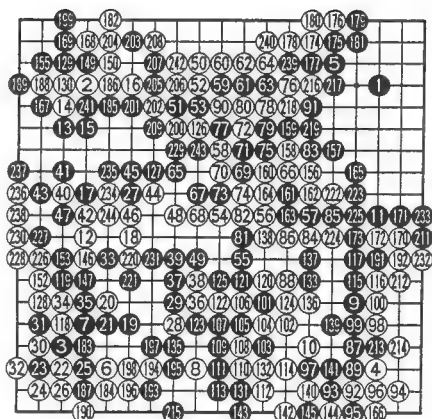
cover that the *Asahi Shimbun's* largesse had not ended with the sponsoring of the tournament itself; the newspaper had donated thousands of dollars worth of prizes, including several kaya table boards signed on the back by Kato and Lin, shell and slate stones, and the Nihon Kiin's recently published Joseki Jiten, the mammoth, currently definitive corner pattern dictionary.

After the commentary, Yusuke Oeda, Michael Redmond and Kaoru Aizawa gave free simultaneous games playing

ten boards each.

One of the most engaging aspects of this event was the presence of Michael Redmond, so enjoyable because he seemed to enjoy himself so much. After play had finished each day, Michael would slip away from the hotel and the formality of his position as official game recorder, and spend the evening more casually, socializing with local go fans at their homes. He was relaxed and unassuming and even seemed to relish his "vacation" from the rigors of the Japanese go world. At the site of the tournament also, he was friendly and energetic. On Saturday evening he volunteered to play twenty teaching games simultaneously. He won sixteen of the games and looked as fresh at the end of the event as he had at the beginning.

Rin and Kato played a magnificent game, giving Americans a firsthand taste of go at the top. The opportunity to follow it as it was being played is one that most go fans would never have, even in Japan. We owe the *Asahi Shimbun*, and especially Mr. Fumio Kanamaru, their New York Bureau chief, our deepest thanks for sponsoring the tournament and for arranging to bring the players and their entourage to New York. Special thanks must also go to Mr. Yosuyuki Miura, the president of the Essex House Hotel (and the winner of the US Meijin 2-dan section!), who saw to it that the myriad arrangements for an event of this size and complexity were carried out with an elegance and efficiency that



Game Record

(1-244)

134@101; 148@144; 151, 154@145; 210@51

those in American go circles at least, are unaccustomed to. Katherine Wolfthal directed the Amateur Meijin tournament, assisted by her husband, Marvin Wolfthal. The N.Y. Go Club, The Nippon Club, The N.Y. Weiqi Society and the American Go Association, especially Barbara Calhoun from the AGA's International Liaison Committee, also all worked hard to make everything run smoothly. A collective thanks to them all, and to all the others who haven't been mentioned and who gave their time so generously.

Now that the Kisei's first game has been played in Los Angeles and the Meijin in New York, the question – what will the Mainichi Shimbun do with the first game of the tournament it sponsors – the Honinbo?



THE THRILL OF VICTORY – Everyone is cheerful, but especially Kato, as he and Lin review the game with Kano, the Official Observer.

The Fourth World Youth Wei-chi Championship

by Harry Gonshor

This summer I had the opportunity to attend one of the world's great go events, The World Youth Wei-chi Championship. This year it was held in the YMCA International House in Hong Kong. Although the YMCA is modest compared to Hong Kong's grand hotels, it is still far superior to and should not be compared with domestic YMCA's. This was the first major go event in Hong Kong, and the first time that the WYWC was held outside of Taipei.

It was exciting to see children from all over the world battling it out all over the go board. Ignoring the artificial lines that grown-up bigots sometimes draw, the children all shared in the friendship and fun and the struggle to get one step ahead in a capturing race or win a ko fight. It was especially thrilling to watch a game between a child from Taiwan and one from mainland China. This was the first youth tournament in which this was possible.

Twenty representatives of their national go associations participated. Ronald Schlemper, one of Europe's strongest players, was Team Captain for the four-player European team - one child each from Holland, Hungary, Germany and Czechoslovakia. The weakest contender in the tournament was a 7-kyu from Australia.

Two children from the US represented North America - 16-year-old Tony Pa, who was making his third appearance, and 8-year-old Alan Chen, both of the Los Angeles area and students The American Go Institute. Their teacher, Mr.

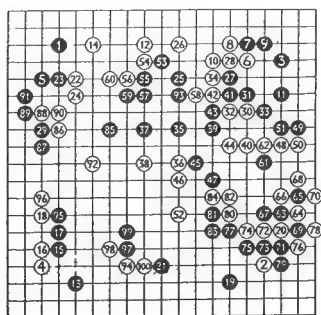


Figure 1 (1-100)

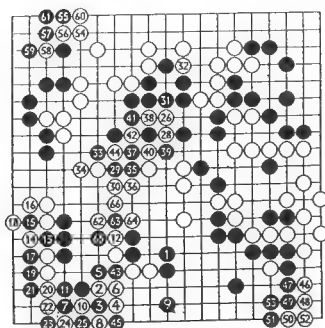


Figure 2 (101-166)
127 @ 103 (ko)

WYWC Rd. 1 - US (W) vs. Korea (B)
A. Chen's good start - B resigns @ 167

Yi-len Yang, is a 6-dan professional from Shanghai now living in the US. He conducts a strict regimen - for instance, they are barred from going to the local club to avoid the danger of becoming "infected" by coffee house go.

The winner of the tournament was a boy from mainland China - in fact, four of the top five places were taken by Chinese players, two from the mainland and two from Taiwan. Korea took second. The US players finished tenth and eleventh. Europe's best player was twelfth. In the competition for last, Australia had no trouble,

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MASTERPIECES OF HANDICAP GO

Otake v.
Kitani

Reprinted from Kido, July, 1986. Translated by Bob McGuigan.

Last year Kido published a supplement featuring handicap games between modern masters and the legends of the previous generation. This is the second game from this group that we have published (see p. 17 last issue for Part I).

Further installments will appear for the next year or so.

This game finds 12-year-old Otake Hideo struggling with his teacher Kitani Minoru, who revolutionized go theory with his centrally oriented playing strategy. Although played in 1954 the game is still fresh as we watch master and pupil unfold a series of breathtaking fights.

Game Record 1 (1-23)

An Ordinary Start In a three stone game, the initial corner pattern is the first important point. We sometimes find those who are reluctant to play an approach move such as B2, but this is not a particularly good course to follow. Naturally, young Otake is not so weak spirited.

With the wide, three space pincer, Kitani 8-Dan's strategy is to counter the influence of the three handicap stones. It's a very frequently seen way of playing.

Attaching After Jumping After the two space jump at B4, a counterattack at 19 is in accord with modern go thinking, but Black attached at 6. Of course Black is playing thickly by settling himself directly. It's not clear whether this is good or bad; anyhow this is a game from 30 years ago. It makes you feel the spirit of those times, but I wonder what Otake 9-Dan would have to say today.

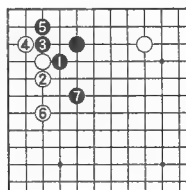


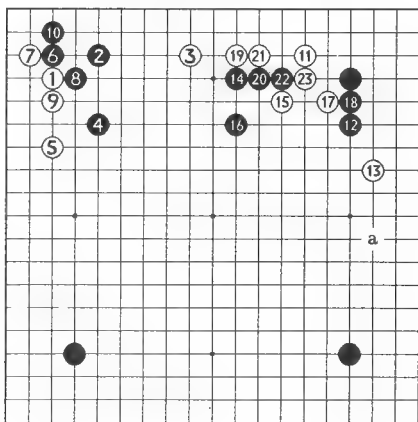
Diagram 1

moves in Diagram 1 were played. In that diagram, B7 after 1, 3, and 5 is illogical.

Kitani commented: "With W9, giving atari at 10 might be good but it didn't appeal to me." Actually, if we look at the result of W7 through B10, it's the same as if the

White: Kitani Minoru 8-Dan

3 Stones: Otake Hideo, candidate professional shodan



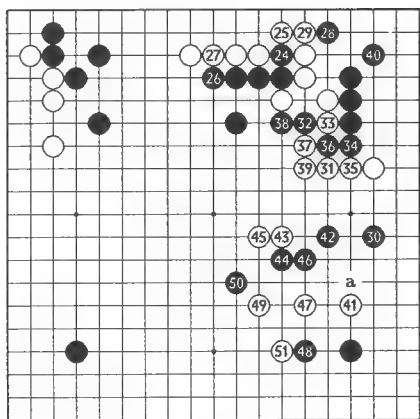
Game Record 1 (1-23)

Therefore, White played the approach move at 11.

Sparks Fly In the end, after playing thickly by settling himself first, Black had to settle for gote.

Thus there was latitude for the approach move at 11. Rightly one might think that this move should have been a two space extension.

Though B12 and W13 yield a shape often seen in handicap go, there is the feeling of playing all out. One can imagine Kitani thinking: "Well now young Otake, how about this?" It's a sort of test of go strength. As might be sup-



Game Record 2 (23-51)

posed, Otake was a "golden rookie." With the invasion at B14, the sparks fly.

Reconsidering the Invasion The deep invasion, one space above B14, might perhaps have been better as we shall see from the ensuing development.

For B16, B1 in Diagram 2 is severe. After W2 and 4, B5, looking forward to Ba, is interesting.

A Difficult Fight Answering the attachment at W19 is not easy. If Black plays hane he'll be cut, but pushing through with 20 and 22 he is stopped by W23 and the white stones are working together perfectly. However, not to play this way would also

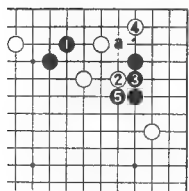


Diagram 2

be strange. Rather than having settled the shape, we would have to say Black has been pushed around.

Thus, if Black wants to make a pincer at a it would be better not to have played on the upper side first.

Game Record 2 (23-51)

Painful Shape After 24 and 26, Black forced with the peep at 28. However, one can't really say it's a kikashi. In any case, things have resulted in a painful shape for Black. Far from thickness, it's a staggering heavy load.

Without the pincer at 30 Black can't control the pace of the game, but after White jumps to 31 it's undeniably

difficult. The reason is that Black has no reason to be sanguine about the condition of his group in the upper right corner.

Which Side is Thick? Black 32 is a tesuji. Since a straightforward advance is impossible, Black must play this way to intercept White. W33 through B38 is a one-way street.

Instead of the connection at W39, what about invading at 40? After Black cuts at 39, White cannot expect a good result. Thus White connected at 39 allowing Black to live at 40.

So, in this position, which side is thick?

It Won't Stop Here White split Black at 41. If White had played the capping move at 42 instead, after Ba there is no continuation.

The jump at 42 is a natural response for Black, but then White caps at 43. White picked this quarrel and it won't stop here. A free-for-all melee is inevitable. This is a consequence of the development of the position at the top.

White, too, must be careful, but Black's shape is heavier. Relatively speaking, White is thicker.

Black Tries Hard After White draws back when Black attaches at 44, Black has no option but to come back to 46. In response to the jump at 47, Black answers gamely at 48. However, as in Diagram 3, if White pulls back at 2 in response to the push at B1, after B3 and W4, the diagonal play of B5 is skillful. But it wasn't to happen that way in the actual game.

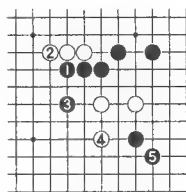
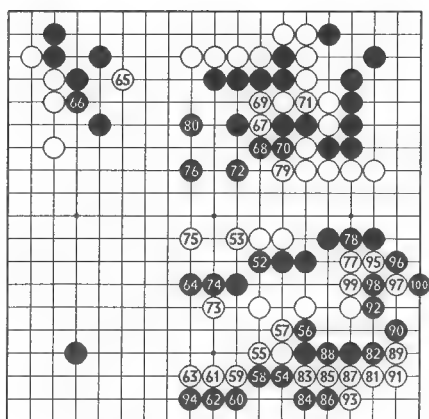


Diagram 3

By Might and Main The difficult thing about handicap go is making local use of influence.

This is a three stone game, but only the first 10 moves were really the handicap part. Once the fighting started, the influence of the three handicap stones was insignificant.

By now it is hand to hand fighting. In this respect, having negated the effect



Game Record 3 (51-100)

of the handicap in influence, White can push around the weaker player.

Attaching at 51, White leans on the lower side.

Game Record 3 (51-100)

The Center is the Battlefield With the hane at B54, a skirmish begins on the lower side.

There is no way for the observer to know the multitude of variations that must have been considered by both players after the start of fighting on the right side. The stones stretching across the board are the only true indicators.

Though there is fighting on the lower side, the real battlefield is in the center. Both Black and White are worrying about how to grasp the initiative in the center.

The Battle Front is Enlarged Giving Black territory on the lower side, White takes compensation. Forcing at 65, White wedges in at 67, a typical resource of the stronger player.

Enlarging the battlefield, White's strategy is a splitting attack on the Black groups on the upper side and in the center. Finally, Black's weakness becomes apparent.

The connection at B72 is a difficult point. No doubt it would be surprising to think that this might have been an opportunity for Black to play elsewhere.

The Vital Point in a Severe Fight

With 73 and 75 White's splitting strategy takes shape.

The problem point was the previous B64. This was his last real chance. Instead of B64, B1 in Diagram 4 is big. If W2, then Black crosses under at 3.

Cutting Boldly Hindsight shows that Diagram 4 was the vital point in this severe fight. However, without anyone being responsible, it sometimes happens that a game takes on a kind of supernatural momentum.

Anyhow, with W81 an opportunity was lost. After B82, young Otake was afflicted with the bold cut of W83. Black has no choice but to play 84 and 86, after which it's pretty much a one-way street. Black has to come back to 94 after W93 whereupon White throws in a cut with 95 and 97.

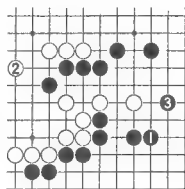
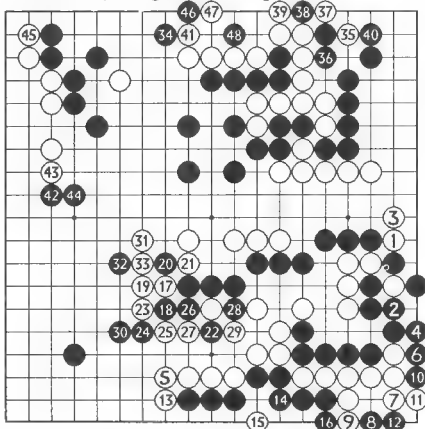


Diagram 4

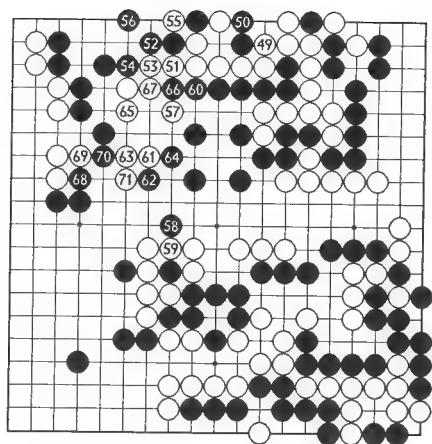
Game Record 4 (101-148)

A Life-and-Death Splitting After cutting at 1, White extends at 3. With 4 Black is unconditionally alive while White still is not alive in the corner. White finds it uninteresting to live in the corner and allow Black to hane at 5, thus W5. The aim is to preserve the effectiveness of the attack on the black center group. When life-and-death becomes involved in the fight, it's indeed difficult to judge the circumstances.

Black opts to capture the corner, but playing patiently at 13 was preferable. That was young Otake's opinion.



Game Record 4 (101-148)



Game Record 5 (149-171)

The Nose Tesuji: Certain Death With Black going for the capture of the corner with 6, at one stroke the position becomes dangerous.

After the placement of B8, Kitani switches to a grand plan to sacrifice the corner. Turning at 13 implements the plan. If there were a black stone here, the black stones could not be captured directly.

B14 was a necessary supplement. W15 leaves behind potential for the endgame. After B16, White plays the sure-kill nose tesuji at 17. Black's group cannot escape to the outside.

The Big Group Dies Black played hane at 18 and White pulled back at 19, after which escape was impossible.

In the postgame analysis it was decided that B22 was the losing move. Instead, after B1 through 9 in Diagram 5, the ko aiming at cutting at a will be useful in the later attack on the upper side.

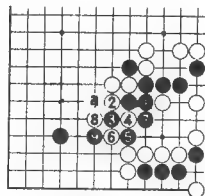


Diagram 5

Headlong Attack The big group died. B34 through 48 were a superb all-out attack. B42 and 44 were preparation but the attack would have better prospects if there remained the potential of Diagram 5.

Even so, the ko would be tantamount to desperate floundering and in any case, in the game record position there was absolutely no potential. Thus, looking ahead to the next game record, White cannot very well be taken by storm. After all, Kitani sensei is strong.

Game Record 5 (149-171)

Black's Strength is Exhausted White wins by resignation.

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The Third US Go Congress

by Roy Laird
photos by Phil Straus*

*except as noted

During the first round, a rain began that lasted for two days. The applause and laughter from the theater next door was sometimes deafening. On Friday a fire alarm (false) went off and kept ringing, clearing the playing area for an hour. By the time a brass band marched past the playing hall Sunday morning, we were ready for anything.

The Third US Go Congress filled several buildings on the Mount Holyoke College campus in Western Massachusetts from August 8-16. With 160 players in the main tournament and 225 total attendees, it continued the record-breaking tradition established last year, drawing more players and professionals than ever.

There was lots of tough play over the board, close-fought sections - and better prizes than ever, thanks to the generous support of many sponsors including a growing number of US go merchandisers. One traditional table board was given away in a random drawing among the attendees of the full Congress.

This will also be remembered as the Congress where New Mexican Janice Kim, fresh from winning her professional shodan credentials from the Hankuk Kiwon, made her professional debut.

Ivy League Setting

Mount Holyoke is one of the "Seven Sisters", and there really is ivy all over the walls.

The Congress occupied two dorms and a nearby conference center. The main tournament took place in a wonderful auditorium with forty-foot ceilings and a balcony, and space enough for 100 boards. A strict no smoking policy in this room was enforced with little objection or inconvenience, although the outside stairs nearby were littered with many cigarette butts. Two smaller, well-appointed areas were set aside on the second floor for casual play and lectures. Sometimes, with popular events competing with each other, lectures and simultaneous events spilled over into the cafeteria downstairs. At one point 3-on-1 teaching games had to be set up in a wide hallway.

The dorms and grounds exuded an aura of age and tradition. Unfortunately the food service was not up to the same standard, but no one paid much attention to the food anyway. Dining areas at both ends of the main dorm offered seating in groups of eight and many people drifted from table to table, greeting old friends.

Fast Friendship

The Saturday lightning tournament is becoming a tradition. It is an ideal first activity, since it provides an opportunity to meet several opponents in a short period of time. And at 12 minutes a player with no overtime, what better



The Second Round of the Main Congress Championship gets underway Sunday in the main playing area

way to relax after a long trip to the Congress?

During the week, each day followed a set pattern. At 9 AM the major game of the day began - a round in The Congress Championship, a five-round Swiss-McMahon with 1 3/4 hours per player. Pro game analysis would begin at about 10:30, and as people finished their games many would wander in while others played casual games, or perhaps official games in the Handicap Tournament.

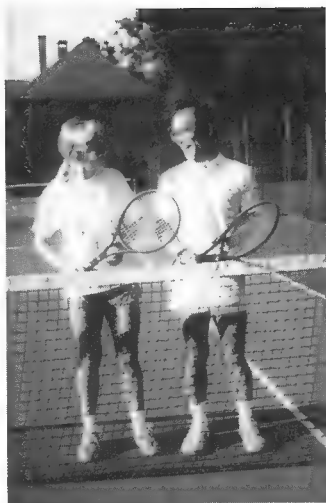
This event, also a Congress tradition, runs throughout the week. Any two entrants can play each other at the proper handicap, provided that they agree beforehand that the game is official. A 12-game minimum was required in order to qualify for a prize.

After lunch, a variety of professional events were scheduled - simultaneous games, lectures, teaching games - more than one complaint was heard

that too much was going on; it was impossible to get to it all.

Each evening featured all of the above, plus a tournament in some unusual form of go. On Monday Phil Straus conducted a 13X13 tournament. As he said in his enthusiastic call for participants that morning, "For once you don't have to worry about large moyos." Tuesday was a team go tournament, with three people to a side conducted by Don Wiener, who finally won a long overdue promotion to 6-dan at the Congress, to the relief of his fellow Bostonians. He won against three 6-dans, going 5-0 to sweep the 5-dan section of the Eastern Championships and place third overall, ahead of two former two World Amateur reps! He also won a couple of pro simultaneous games at two stones.

Later that night, Terry Benson organized a round of *rengo kriegspiel*, a four-player version that must be seen to be be-



WHAT ELSE: From top left, diehard New Yorkers Ed Downes, Richard Simon and Robert High reach for their Sunday Times; Terry Assael, Barbara Calhoun and Don Wiener share their feelings about the No Smoking policy; Eric Osman, Jim Kerwin, Anders Kierulf and Bruce Amos get ready for an early morning run; above, Debbie Siemon and Mr. Ishida from Japan, a tough tennis doubles team.

lieved. On Thursday, Dan Hewins directed a 9x9 tournament. At least thirty people "got small" with him. Farther down the hall, Jim Smith 5-dan, his wife and three children seemed to be engrossed in their own little 9x9 tournament. The family that plays together, stays together.

The Main Congress Championship (as well as the lightning tournament) was won by Mr. Ito, a member of the

Japanese tour group. Another tour member placed second, but Ron Snyder upheld American honor by placing third. The Japanese tour group of about two dozen strong, enthusiastic and friendly amateurs included many familiar faces from last year.

National Consensus

Using a sort of "Deals On Wheels" technique, AGA President Terry Benson spent the

week organizing a series of mealtime discussions of critical issues, in preparation for the annual meeting of The AGA Board of Directors on Friday. In the dining hall, at a back table in the south area, decisions were taken and consensus reached on many issues crucial to the future growth of the AGA, such as the national rating system and the Congress-AGA relationship. One major decision was to conduct America's first true single national championship at the Berkeley Congress next year. Also, a formal Ratings Commission was established, with Laurie Sweeney of The Kingston Go Club agreeing to act as Rating Coordinator.

An important AGA milestone was reached with the election of regional Vice-Presidents. On the West Coast, the winner was Ned Phipps of Berkeley, who will also be the principal organizer for the 1988 Congress. The East Coast elected Chen-dao Lin, who has organized national youth championship playoffs and recently put together a very successful tour of the East Coast by two Chinese professionals. And in the newly created Central region, AGA Club Coordinator Roger White was the winner.

Many other issues were discussed throughout the week of the Congress, and various study groups and task forces began to coalesce. For example, a women's caucus met on Thursday, and over twenty people signed up for a special interest group on teaching go to children.

By the time the Board of Directors met on Friday, most subjects had been thoroughly discussed. This enabled Benson to move through the

agenda as if playing a lightning game, affirming consensus with a stroke of his gavel - a white go stone which he struck on a board in front of him.

A Musical Interlude

This Congress was especially rich in remarkable extracurricular events, beginning on the first Sunday evening, when Haskell Small and Marvin Wolfthal presented a concert that included the world premiere of Small's work for two pianos, "A Game Of Go", which sets to music a famous game of Shusaku. (The game itself, with commentary, can be found on pp.328-41 of *Invincible: The Games Of Shusaku*, compiled, edited and translated by John Power and available from Ishi Press.) Over 100 people attended this exciting evening, which Wolfthal began with a Schubert sonata (Op. 143.) Small then presented two Chopin pieces, the waltz in A minor (Op. 34 #2) and the scherzo in B minor (Op. 20.)

After the intermission, Small and Kathryn Lewis, who ably rendered the second part, "played" Shusaku's game while Wolfthal skillfully operated the computer-assisted video display, reading the score in the darkened audience. Small captured the twists and turns the mind takes as it ponders the next move with swirling, interlacing melodies. At times there were touches of humor. When an attachment inside the enemy's territory was accompanied by a sharp, discordant, buzzing passage, the audience laughed out loud. Wolfthal, who specializes in modern American composers, ended the concert with a performance of a Griffes sonata.

cont'd on p. 23

GO PARODIES 1987

If I Had A Goban

by Bob High

(sung to the tune of "If I Had A Hammer")

If I had a go—ban
I'd play it in the morning
I'd play it in the evening
All over that ban

I'd play the white stones
I'd play the black stones
I'd play my aunts and uncles
My sisters and my brothers
All over that ban

(alt verse for Bruce Wilcox)

I'd play the white stones
I'd play the black stones
I'd hack and slice
And try to crush those white stones
All over that ban

If I had a go book
I'd read it in the morning
I'd read it in the evening
All over that ban

I'd read out ladders
I'd read out semeais
I'd read about life and death
And damezumari
All over that ban

If I had a sensei
I'd study in the morning
I'd study in the evening
All over that ban

I'd study openings
I'd study the endgame
I'd study the games of all
The ancient go masters
All over that ban

Now I've got a go—ban
And all Ishi's go books
And I've got a sensei
Who gives me four stones

And I play in the summer
I play in the winter
I play with all the folks
From all the many go clubs
All over this land!

Stones A'Burning

(sung to the tune of "London's Burning")

by Terry Benson

I'm in trouble
I'm in trouble
Jump out
Jump out
Sente—gote
Sente—gote
Try tenuki
Try tenuki

(Leave the aji Leave the aji)

Three Weak Groups

(sung to the tune of "Three Blind Mice")

by Terry Benson

Three weak groups
Three weak groups
See how they run
See how they run
They all chased after the big white group
Which turned and killed them in one fell swoop
Did you ever see such a sorry troop as
Three weak groups

(Last time: Three dead groups)

Snap, Snap, Snap The Stones

(sung to the tune of "Row, Row, Row Your Boat")

by Terry Benson and Roy Laird

Snap, snap, snap the stones
Make a lovely sound
Merrily, merrily, merrily, merrily
Slap and slide around



Marvin Wolfthal

NEMESIS loaned us Bruce Wilcox for the evening, who provided valuable technical assistance and hardware - he even lost some of his core memory during the performance, due to a magnetic field generated by the projector. (We hope it was backed up!)

Other musical events of a more impromptu nature popped up during the week. Although the pianos in the dorms were pathetically out of tune, various attempts were made to coax a little music out of them. AGJ Editor Roy Laird and Eric Osman teamed up after dinner one night for a jazzy piano-violin duo. Francis Mechner played a series of Chopin pieces for some music lovers from Tokyo. And Terry Benson unveiled his talent as a world-class hootenanny singer, covering some songs by Tom Paxton and Tom Lehrer and organizing the annual Singing Of The Go Parodies, which grow in number every year (see



Haskell Small

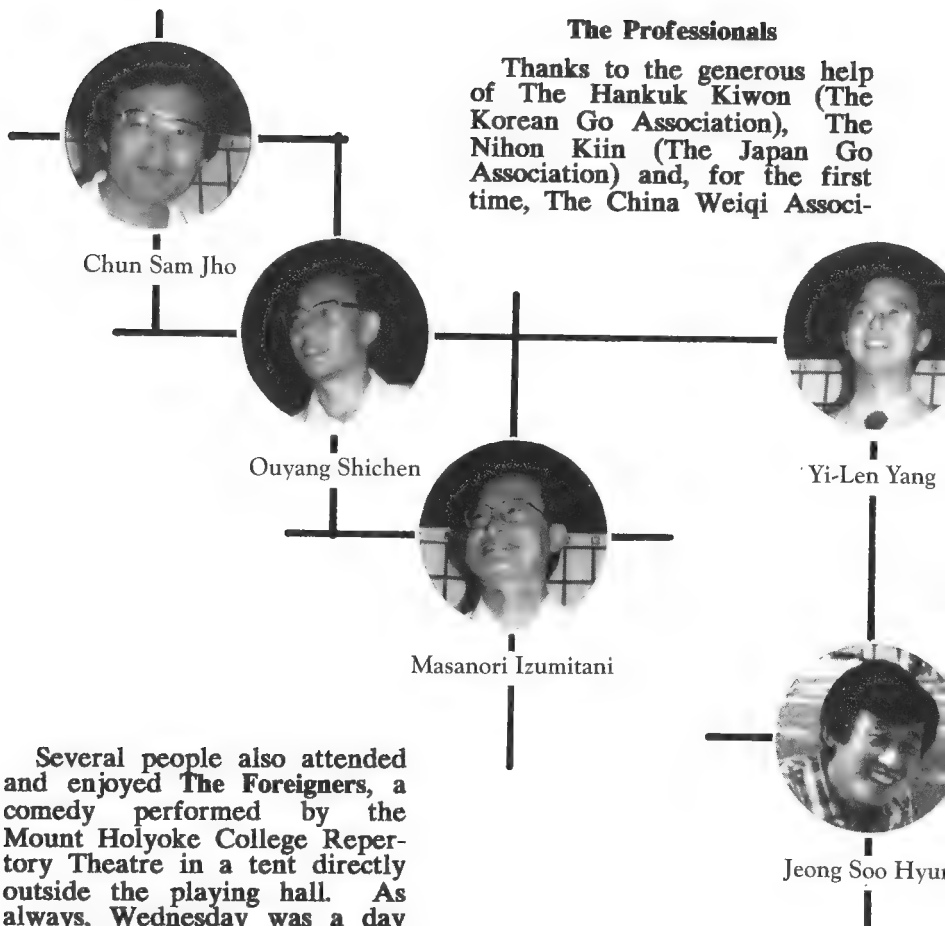
sidebar for the latest entries). He, Roy Laird, Barbara Calhoun and Terry Assael made an interesting quartet on some numbers.

Other entertaining activities took place too - for example, a group of players presented a juggling routine as they had last year in Seattle. With the National Board Meeting now scheduled for Tuesday of the next Congress, there was talk of putting on a show at the closing banquet next year.

The Go Masters, the historic joint Chinese-Japanese film production that has been called "an Eastern Gone With The Wind," was shown on Tuesday night and was so popular that it ran again on Wednesday. It has been shown at every Congress and has been very popular, but not all go players know about this film. It concerns a friendship between a Chinese go player and a Japanese master, and how it is affected by the events of the 1930's.

The Professionals

Thanks to the generous help of The Hankuk Kiwon (The Korean Go Association), The Nihon Kiin (The Japan Go Association) and, for the first time, The China Weiqi Associ-



Several people also attended and enjoyed **The Foreigners**, a comedy performed by the Mount Holyoke College Repertory Theatre in a tent directly outside the playing hall. As always, Wednesday was a day off from official activities and several trips were scheduled. On a bus trip to historic Sturbridge, an impressive restoration of an American village in the 1830's, one foreign visitor asked, "Where are all the Americans?" The bus was filled mostly with Japanese tourists. Some of the Americans had gone on a river cruise. At least thirty stayed behind and continued playing, getting in extra games for the handicap tournament.

Some of the best side trips were informal lunches organized each day, in which groups of 6-10 players would take a couple of pros to lunch.

ation, we had a total of eleven professionals in attendance for the entire event.

Nakayama Noriyuki pro 5-dan, a familiar and distinguished figure in Western go, attended with the tour group. The author of **The Treasure Chest Enigma** and a new best-seller in Japan, **The World Of Go**, he has attended all three Congresses. On one entertaining evening he tried to play John Ganley to a tie (he missed by one point!)

The other professionals wanted to work hard, and they

did. Credit for the smooth organization of the professional events goes to Barbara Calhoun. She found that pros consider 3-on-1 to be an "easy"(!) event in contrast to lectures and 10-on-1 simultaneous games, and took care never to schedule anyone for a lecture and a 10-on-1 on the same day. By the 100th time around the tables, in addition to thinking up 1000 moves and

generally limited to one each. Kyu players are not really able to make use of this level of analysis, but it is still worthwhile to personally experience a little more of what professional strength is all about.

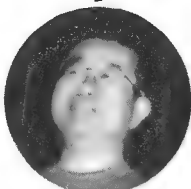
The list of attending professionals was an especially distinguished one this year headed by four 6-dans - Chun Sam Jho from the Hankuk Kiwon (Korean Go Association); Masanori Izumitani from the Nihon Kiin (Japan Go



He Xiaoren



Lili Niu



Noriyuki Nakayama



James Kerwin



Janice Kim

bending slightly 1000 times to place them on the board, the pro has also walked over a mile.

Everyone who wanted a simultaneous game got at least one, and a few boards actually went unoccupied in the 10-on-1. 3-on-1 seats were less available and as a result, players were

Association); Yi-lun Yang of The American Go Institute; and O-Yang Shichen, who was visiting America for a year from China.

Mr. Chun has become a familiar figure, since he is the only pro who has worked full-time at each Congress. In Korea he has a popular go newspaper column. Each year, he has encountered enormous obstacles in getting a visa to attend the Congress - from the US Embassy, of all places! This year his visa was not issued until the Tuesday before the Congress was to begin.

Mr. Izumitani is a former Director of the Nihon Kiin and now hosts a popular daytime TV show entitled "You Can Play Go, Too!" Beaming with friendliness, he gave teaching games and lectures in a classical, overpowering style, showing the strength that enabled him to win the 5-dan section of the Kisei in 1979.

Mr. Yang was a student of Nie Wei-ping, the strongest player in China. For more than a year now, he has been living in Los Angeles and conducting a "total immersion"

program with a group of young students there as an employee of The American Go Institute. He also accepts adult students - Ed Ream of Wisconsin recently studied with him for two weeks. This year he seemed to take the Chinese delegation under his wing, a sort of "American older brother".

Mr. O-Yang Shichen is living in the Boulder area. For the next year he will study structural engineering under the sponsorship of the Chinese government. He will also be available to teach in the Boulder area or to travel for clinics if suitable terms can be arranged.

Another first this year was a visit by an official delegation from the People's Republic of China. Ms. He Xiaoren pro 5-dan was the official representative of The China Sports Federation. She planned to stay on in the US for some time after the Congress, and arranged a tour to begin in Washington DC.

Ms. Lili Niu pro 5-dan attended largely through the sponsorship of The Empty Sky



photo by Roy Laird

Go Club, which arranged for her to visit them in Rochester, NY. She attended The European Go Congress in Scotland in 1983.

James Kerwin pro 1-dan gave an opening lecture on Sunday and several other lectures during the week. A co-analysis with Ron Snyder was especially effective.

There are two professionals we haven't mentioned yet, because they belong together. Jeong Soo-hyun pro 5-dan is known as "The Professor" in Korea. He is one of the main Korean go theorists and he contributes regularly to *Baduk* magazine. He is also, at 31, a rising star in the Korean go world. He returned to play the quarterfinals of two major tournaments.

Six years ago, he met New Mexican Janice Kim, then 11 years old. Her talent and

determination impressed him so much that he made a special arrangement with her father to teach her, hopefully to bring her to professional level. In the years since then, traveling to Korea, enduring the scorn of a patriarchal society and isolation from her family, she has fought her way through the Korean professional training league (see sidebar). In fact she is only the third Korean woman pro - and intends to become the first 2-dan.

Janice won her professional credentials on August 1, just eight days before the Congress was to begin. When she arrived on Wednesday, she had been a professional for less than two weeks. She had never played a simultaneous exhibition, though she had played some two-on-one teaching games. But she was eager to try anything and everything. "Go is in my blood," she said. "I have to do it every day or I get withdrawal symptoms."

cont'd on p. 29

photo by Roy Laird



photo by Yanny Cho



photo by Roy Laird



Opposite Page: Lili Niu gives a 3-on-1 against Ron Snyder 6-dan, Don Wiener, whose 5-dan rating was about to expire, and Jon Nagy 4-dan. Top left: Janice Kim makes Laura Yedwab, Ned Phipps and Terry Benson think. Left: Mr. Jeong gives a teaching game. Right: Janice Kim replays one of her teacher's games from memory, while he beams with approval.

PROTOCOL

How To Act at a Professional Simultaneous Event

Professional players, who often play simultaneous games, are accustomed to certain ground rules and conventions. A little common sense and courtesy will go a long way, and it is gratifying to express proper respect to such distinguished persons.

Since professional contacts with American players are happening more and more frequently – there are now at least four pros living in the US – we present these guidelines for pro simultaneous go.

- ⌘ **When the professional approaches, bow.** This is similar to the well-known martial arts tradition of greeting one's *sensei* or *sifu* before receiving a lesson.
- ⌘ **Observe silence.** Even though the pro may be playing ten games at once, his/her 10% is worth more than your 100% and he/she deserves your undivided attention. No side conversation or discussing the game, please.
- ⌘ **Always make your move when the pro comes to your board.** If you're not sure what to do, try something and see what happens. It is very occasionally permissible to pass if studying a particularly tricky situation, but remember that the physical exertion involved in moving from board to board is tiring, and the pro would always prefer to get on with it.
- ⌘ **Make your move when the pro arrives.** Don't make him/her look for it. He/she will find it, but it is an unnecessary distraction. You may arouse the pro's anger and get all your groups killed.
- ⌘ **When you are behind, offer your resignation.** If you have prisoners, return them; or, place two of your own stones on the board. Once the pro gains an advantage on the board the game is over. It is considered rude to act as if you think you might catch up. If the pro plays a 'slack' move, don't think he/she's made a mistake. Take the hint.
- ⌘ **When your game has finished, clear the board.** The pro is not expected to put away his/her stones.
- ⌘ **The organizer should set a time limit.** Two hours for large simulms (more than four) and 90 minutes for less is standard. The organizer should call time, and the pro will then adjudicate the unfinished games.
- ⌘ **If the pro comments on your game, do not argue.** It is not even really appropriate to explain your thinking. The pro does not want to know why you played a bad move – besides, most of the time he/she knows anyway. The pro wants you to begin thinking on a higher level. If you don't understand, think about it more later.
- ⌘ **If money is collected, it should be done discreetly.** Dealing with money is considered coarse in Asian society. Pros do not even like to see money changing hands. Fees should be collected before or after the event. Clubs should not earn money on pro events. After covering expenses, the balance should be given to the pro – in an envelope.

cont'd from p. 27

On Thursday Janice played her first American event as a professional - and her first three-on-one exhibition. Ned Phipps 6-dan, her strongest opponent, is one of the strongest players on the West Coast and has played in Japan representing the US in the World Amateur Championship. Terry Benson 1-dan was well on his way to winning his section of the main tournament and a promotion to 2-dan a few days later. Laura Yedwab 2-dan of San Francisco is probably America's strongest woman amateur. With Phipps on black, Benson on five stones and Yedwab on four stones Janice went to work. When the smoke cleared, Phipps had resigned but Benson and Yedwab had won - by



Top: Janice Kim shows her Certificate of Appreciation — and her impish smile. **Below:** Ms. He, Ms. Niu and Ms. Kim face Mr. Yang, Mr. Izumitani and Mr. Chun in a good-natured team go event, while more than 100 spectators surround them and look on.

one point each. As if this were not close enough, after the exhibition Janice found a black stone in her pocket! (An interesting variation of the Kibi legend.)

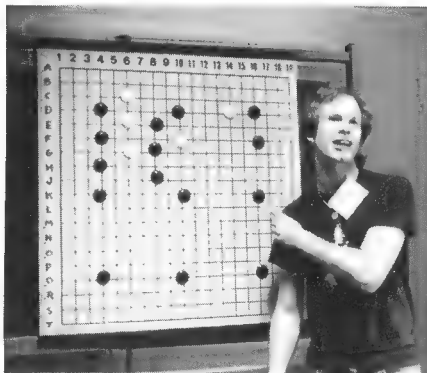
In her second 3-on-1 a few days later, Janice managed a sweep of all three dan-level opponents.

On Friday, Janice began the day by offering commentary on the day's games. Then in the afternoon she replayed from memory one of Mr. Jeong's recent games, with variations. Mr. Jeong sat quietly, watching proudly. At one point, he leapt up with enthusiasm to elaborate further on a point in careful, precise English. After the banquet and during the Easterns the following day, she gave a few private lessons.

The professional highlight of the Congress occurred Saturday night, when six professionals played a team go exhibition match, with comments by Mr. Jeong. It was a good-natured "Battle Of The Sexes", with Ms. He and Ms. Niu joined by Janice Kim on Black. White was played by Mr. Izumitani, Mr. Yang and Mr. Chun. B lost an early advantage with a mistake in the corner, but managed to regain the lead in the late middle game. Nevertheless, B did not deal properly with an invasion and lost in a closely fought match.

Local Talent

Several Americans gave presentations, and they were very well attended. One was Bruce Wilcox, whose NEMESIS go-playing program was selected as BYTE magazine's July Game Of The Month. His unorthodox ideas horrified some of the professionals, and perhaps correctly so, but revolutionary ideas are seldom ap-



Bruce Wilcox and Instant Go

pealing at first glance. In any case, Wilcox has taken a first step toward developing an American theory of go. His "Instant Go" series in *The American Go Journal* was available in back issue form at the "store", but sold out early. John Bender, whose intriguing ideas on how "Thinking About Go" appear on p. 40 of this issue, spoke to 40 and 50 people at a time when his lectures were scheduled.

There was a good deal of commerce this year. Rick Wilson from Ishi Press International set up shop from Saturday till Tuesday. He was an effective salesman and spokesman with some exciting news. IPI is now developing seven new titles, all of which may actually be released in the next year or so. Volume Four of *Graded Go Problems For Beginners* is almost completed. Along with this release - and designed as a companion to this four-volume series comes, finally, a book for informed beginners who are still a bit bewildered by *The Elementary Go Series - The Second Book of Go* by Richard Bozulich, the 5-dan founder of Ishi Press. (See p. 37 for a review.) Translations

of books on the opening and tesuji are also being developed. And Ishi Press has even begun reaching beyond Japan for materials that live up to their top-flight reputation. A twelve-volume series for beginners by Cho Chikun, which currently exists only in Korean, will begin to appear in English, hopefully at a rate of one volume per quarter.

The AGA also did a brisk business on back issues, T-shirts and bumper stickers reading "Honk If You Play GO". T-shirts from IPI and NEMESIS were also available, the latter featuring the rules and a sample game, with score, on the back (160 words). On Friday June Ho Park of National Go Society appeared with a selection of fine boards. One of his customers, Keith Arnold of Baltimore, became the proud owner of a piece of history when his board was used in the pro team game, and autographed afterward by all six pros. They also signed the box containing the set of

shell and slate stones in rosewood bowls they had used, which Roy Laird had bought from Ishi Press a few days earlier.

The Easterns came and went on Saturday and Sunday in a sort of blur. The winner was Kim Dae Yol who, like Janice Kim, studied with Mr. Jeong in Korea before moving to New York last year. By Sunday night all was calm and players were quietly, happily playing and talking in the main area while others helped to pack up.

The AGA is grateful to a familiar list of sponsors for their generosity in supporting the US Go Congress - Japan Airlines, Ishi Press International, National Go Society, Sabaki Go Company, The Nihon Ki-in, Hankuk Kiwon and The China Weiqi Association.

Bill Saltman has joined the exclusive ranks of those who have organized successful Congresses. His name, and those of Haskell Small and Chris Kirschner, his predecessors,

cont'd on p. 44

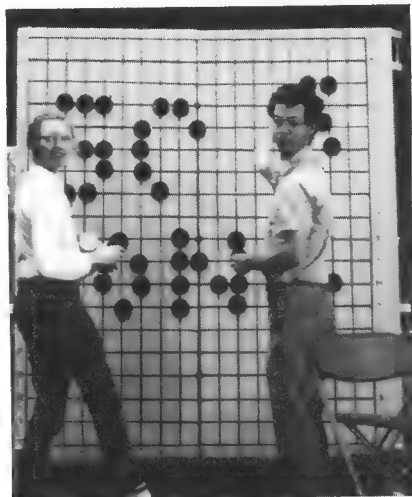


photo by Roy Laird

THE END - AND THE BEGINNING: Two players get in one last game before the 1987 Congress comes to an end - and Joanne and Ned Phipps, the organizers of the 1988 Congress, get started by putting a congratulatory message on a demonstration board. A lot more work lies ahead for them.

PRIZEWINNERS

1987 US Go Congress

Congress Championship

6-DAN

1st: Yoshito Ito

2nd: Kenichi Igata

3rd: Ron Snyder

5-DAN

1st: James Smith

2nd: Hirobumi Kojima

3rd: Kuan Chu Ko

4-DAN

1st: Jonathan Nagy

2nd: Kohei Mogi

3rd: Kuan Chu Kuo

3-DAN

1st: David Mechner

2nd: Skip Ascheim

3rd: Shozo Yamada

2-DAN

1st: Sung Whang

2nd: Ray Kukol

3rd: Joel Sanet

1-DAN

1st: Terry Benson

2nd: Ken Koester

Trevor Morris (tie)

1-KYU

1st: Phil Tracy

2nd: Martin Soversoski

3rd: Ed Calabrese

2-KYU

1st: Sam Zimmerman

2nd: Bill Wiese

3rd: Dave Holland

3-KYU

1st: Jim Benthem

2nd: Alan Norman

3rd: Daniel Wiese

4-KYU

1st: Richard Cann

2nd: Steve Barberi

3rd: Hachiro Hachiguri

5-KYU

1st: Xenos Khan

2nd: Jordan Mechner

6-KYU

1st: Norman Pedersen

2nd: Evans Palmour

7-KYU

1st: David Matson

2nd: Howard Warsaw

3rd: Chris Garlock

8-KYU

1st: Mindy McAdams

2nd: Terry Assael

9-KYU

1st: Anthony Ku

10-KYU

1st: Robert Barber

11-KYU

1st: Ted Keiser

2nd: Marion Edy

14-KYU

1st: Ed Melaragni

15-KYU

1st: Bob Rusher

16-KYU

1st: Serge Beaulieu

13X13

1st: Terry Benson

2nd: Bob Barber

3rd: Sam Zimmerman

Micah Feldman (tie)

9x9

1st: Robert High

2nd: Ned Phipps

3rd: Zvi Orenstein

HANDICAP

1st: Anthony Ku 9K

2nd: Ken Koester 1D

Most Wins: Steve Silver 1D

Most Games: Jim Benthem 1K

LIGHTNING

1st: Yoshito Ito 5D

2nd: Don Wiener 5D

OPPOSITE: The principal organizers of the 1987 US Go Congress, clockwise from top left: Bob McGuigan, Barbara Calhoun, Micah Feldman, Sam Zimmerman, Katherine Wolfthal, Terry Benson and, in the middle, Congress Director Bill Saltman.

photo by Roy Laird

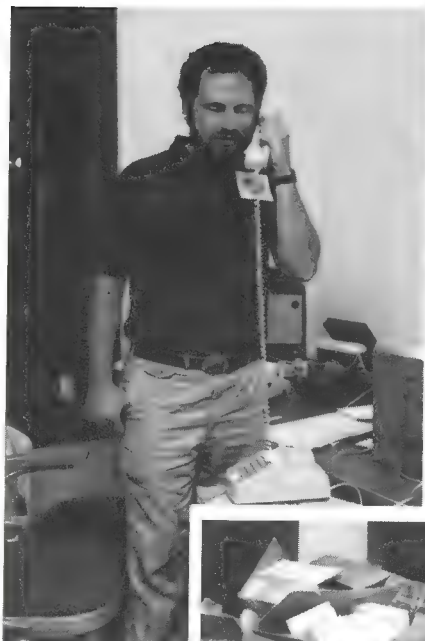
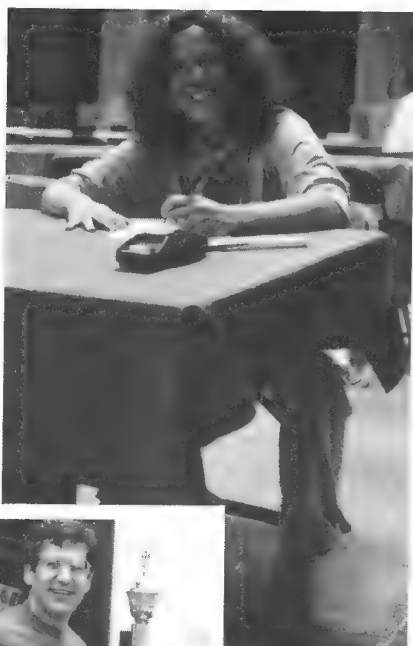


photo by Roy Laird

photo by Roy Laird

Our Newest Professional... New Mexico's *Janice Kim*

by Roy Laird

When K. C. Kim of New Mexico was teaching his 10-year-old daughter the game of go in 1980, he was amused when she told him, "Dad, I'm going to be Honinbo someday." "Janice," he said, "you'll never even be a professional."

But Janice intended otherwise, and from the moment she met Jeong Soohyun 5-dan, the best known go teacher in Korea, she knew it was possible. A rising young contender for titles in the tough Korean pro go scene, Mr. Jeong is also known as 'The Professor.' His popular series of articles in *Baduk* magazine has been running for years. He recognized her talent and agreed to teach her.

Janice went to Korea to study with Mr. Jeong for the first time in 1981. In just one month she moved from 4-kyu to 4-dan! Since then she has continued to travel back and forth during summer vacations.

By 1984 she was clearly the strongest US youth player, and when The Ing Chang-ki Wei-chi Educational Foundation organized The First World Youth Wei-chi Championship, she was the obvious US entrant. With a record of 2-3, she captured 9th place and finished ahead of the other Westerners. I was there and saw her grim determination to do better next year.

Returning in 1985, Janice showed how intensely she had studied in the interim. She finished in second place, behind a good friend of hers from Korea, and much higher than any Westerner

Janice dreams of roaming the country, teaching, gambling, a sort of go ronin...



Janice at the 1987 US Go Congress, Mt. Holyoke

has ever done in world competition.

In 1986 Janice made her seventh trip to Korea, this time for a full year. She became well-known in Korea as the foreign girl with the nerve to try to stand on equal footing with the ferocious men of Korean professional go. She appeared on TV several times and in innumerable magazines and newspapers. Her picture was in the last two issues (Sept. & Oct. 1987) of *Baduk*.

Early this year Janice won 70% of her games in the professional students' league and was granted her credentials after playing a professional in a special match. "As soon as I received my professional diploma, I felt stronger. Maybe it's just psychological, but suddenly I was

She became well-known in Korea as the foreign girl with the nerve to try to stand on equal footing with the ferocious men of Korean professional go.

giving two stones to strong amateurs I had played on even terms only a week before." Mr. Jeong says the Korean professional training program has "magic," and Janice agrees.

Janice has managed to achieve all this and somehow remain a charming, high-spirited, all-American girl at the same time. She has composure and dignity when she needs it, but she knows how to have fun too, whether lecturing in American slang, strutting lazily back to the first board in a 3-on-1, or devouring chocolate mint ice cream.

Janice dreams of roaming the country, teaching, gambling, a sort of go ronin, but in reality she yields to her go player's sense of playing for options later. At this year's Congress, she met the Mech-

ner family. For the next year she will live with them near New York City, attend her last year of high school, and teach several serious students. Anyone interested can contact Janice at (914) 238-9396.

There were five go-playing Mechners at the Congress: 23-year-old Jordan, 3-kyu; 19-year-old Emily, 12-kyu; their mother Vicki, 6-kyu; their father Francis, who won 3rd prize in the 2-dan section of the Congress Championship; and David, 16, who started playing in April 1986, and won the 3-dan section of the Congress. He made tentative arrangements to study at Mr. Nakayama's go school in Tokyo next year.

Much more could be said about Janice, who also had perfect scores on both sections of the SAT, finished in the 99th Percentile on the NMSQT and is a Presidential Scholarship finalist, but the most tantalizing comment of all was made by her teacher, Mr. Jeong: "Janice is not finished yet."

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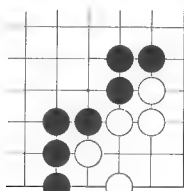
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Killers BY KIM



Problem 1.

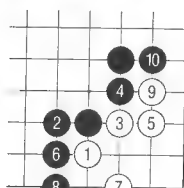
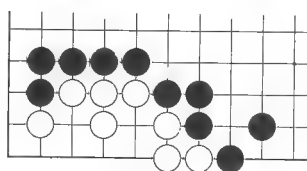


Diagram 1.



Problem 2.

EASY

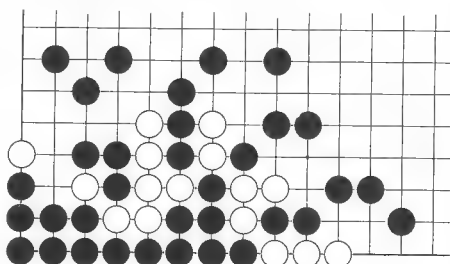
Problem 1. White to play and live unconditionally. This shape appears in actual games quite frequently (see Dia. 1).

INTERMEDIATE

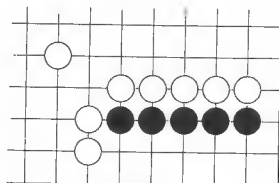
Problem 3. Black to play. White to capture 16 Black stones and die anyway. Not half as difficult as it looks if you can visualize the shape after a few moves have been played.

Problem 4. White to play and capture Black unconditionally. (Another frequently occurring corner shape.)

Problem 2. Black to play and kill White. (Hint: it's ko.)



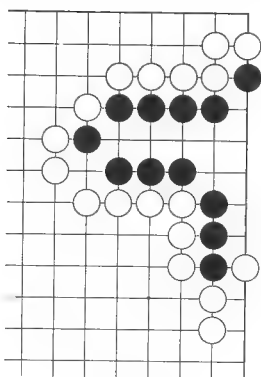
Problem 3.



Problem 4.

HARD

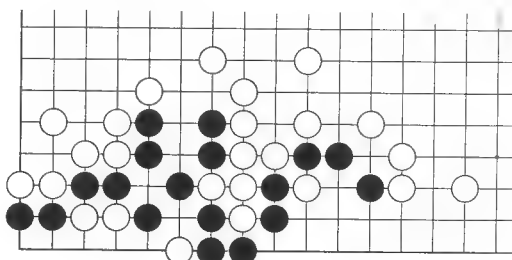
Problem 5. White to kill Black unconditionally. Can be extremely annoying if you haven't seen this type of problem.



Problem 5.

HARDER

Problem 6. White to play a beautiful and intensely logical sequence and kill Black unconditionally. Not as difficult if you break it down and work it out slowly.



Problem 6.

The Second Book of Go

reviewed by Susan Long 13-kyu

Richard Bozulich, the founder of Ishi Press, has written a book for the player ready to delve beyond the beginning stages into the deeper complexities of the game. *The Second Book Of Go* is arranged into four sections covering fundamentals, the opening, the middle game and the endgame. Chapters such as "Tesuji," "Life And Death," "Joseki," and "Opening Moves" provide the novice with a taste of more difficult volumes ahead.

Three chapters in particular had an immediate strengthening effect on my game. "Good And Bad Shape" is crucial for the novice who forgets, in the excitement and tension of the game, the all-important connection between shape, eyes and life.

"The Opening Moves" clearly describes for the initiate patterns of moves designed to carve out territory in the corners and on the sides. Bozulich points out that the opening is the most intuitive phase of go, but there are standard sequences of play that are important for securing strong positions and developing territory. Studying the well-developed discussions of corner enclosure, approach moves and pincers results in a higher level of understanding and skill in opening strategies.

Reading the chapter "Handicap Go Strategy" enabled me to win as Black in

a six-stone handicap game. I kept in mind that, as Bozulich says, I was starting off with a substantial advantage and I should use this advantage immediately. In a large handicap game there is no reason for Black to play defensively at the beginning. Black "should develop an attacking style of play" – and attack I did. To my surprise (and White's), his position fell into tatters. This chapter has an excellent collection of illustrative games. After studying them the reader will be eager to try new found techniques.

Part Three discusses the middle game, the endgame and ko fights. This is the most difficult section of the book, one to be read over and over again as the player acquires new insights and higher levels of playing skill.

Mr. Bozulich has designed *The Second Book Of Go* as a companion to Kano's four volume set *Graded Go Problems For Beginners*. Having looked through some of the more entertaining books by Kageyama, Nakayama and others, I found Bozulich a bit dry. But *The Second Book Of Go* fills a gap in go literature for advanced beginners who want to reach mid-kyu level. If you have just started playing or are plagued by a double digit rating, but you're a bit daunted by *The "Elementary" Go Series*, then *The Second Book Of Go* is for you.

● FOR SALE ●

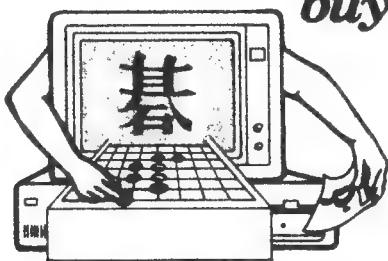
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You think programming Chess is hard?
Zobrist's program.
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Perception and representation of spatial relations..
Machine perception: what makes it so hard for computers to see.
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Structure and performance of Interim.2 Go program.
Video Game #3: A Go Protocol (with Jim Kerwin).
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Thinking About Go

An Interview by Edward K. Ream

Part II

Last issue we began to explore the thoughts of John Bender, a young Philadelphian who rose from beginner to dan-level in less than two years. The lectures he gave at the recent US Go Congress were very popular. Bender seems to have a particularly clear way of putting things, especially when he talks to Ed Ream. Here is the conclusion of Ream's interview:

JB: I never trick people in a game. I actively avoid it. It doesn't make me any stronger. People play tricks hoping to catch their partner in a mistake, but a correct answer makes it worse than the honest play. Let people trick themselves.

You need to have confidence in your plan. Go for it and do it. I am not saying you are not flexible; go requires you to make radical decisions from time to time, but these must be thought out. The worst thing to do is to start a plan, carry it half way through, get scared and abandon the plan unfinished because you got scared. For instance, if your plan is to build a wall, do not allow yourself to make an extension before the wall is complete, even if you are afraid that your opponent will erase it just as you finish it.

I always try to take an experimental attitude. I want to win, but my attitude is mostly, "I want to learn from this game". If a plan doesn't turn out well, no real harm is done.

Sometimes I play a series of games with a theme. For instance, I will play a series of games to investigate territory, and another to explore influence or power. I may make crazy, stupid moves, all territory-oriented, just to see what comes next, to see how the other player takes influence in response. I also would experiment with the different opening points for a period of time - 4-4, 3-4, 5-4 etc.

With this attitude of learning rather than winning, I seem to win

about 90% of my games. Here is how I seem to be winning my games currently:

1) *My opponent commits to something.* Losing stones doesn't matter, but getting committed to something is suicide. For example, suppose you commit to a corner in a handicap game. What happens? You lose all sorts of lines of play and get plastered in without mercy.

I try to avoid this by playing lightly and maintaining an air of detachment, especially in handicap games but also in even games.

I never say, "this is mine". I play in a slippery manner. You see this in pro games all the time. The pros don't treat moves as irrevocably laying claim to anything. Big swaps are common. The only time I commit is during the endgame, if the biggest move is a committing play.

Playing in the light, slippery way I am talking about is very satisfying and you learn a lot. Of course, it's *easier* to commit - then you know what's happening!

2) *My opponent changes his mind in midstream.* If I have a plan and he doesn't, I am all set. I don't mean you should be pig-headed - so many people get attached to stones and territory. Don't worry, make your opponent worry. Don't commit to some decision that can be made wrong.

3) *My opponent plays in the wrong order.* Suppose you have two large moves which are *miai* - if you take one, I can take the other. If you take one, I will do

everything possible to make that move have no bearing on the game. Ideally it will end up inside your secure territory. Or, suppose I have a territorial framework like three star-points, which you can invade in two ways. If you invade one side, fine. I will take the other side in sente. This is another way of not making commitments.

ER: It seems that if I were to take the attitude of never saying, "this is mine", that my game would get so fluid that I wouldn't have anything to hang onto, I wouldn't have any guide posts.

JB: Yes, the game will get fluid. You have to be prepared to accept this complexity. After all, if what is in go books were all there is to go, all pro games would look alike. Things will get hairy, and when you play stronger players you will lose. But you will learn.

ER: You said before that a plan should be good no matter what the opponent does, and it's a mistake to try to predict your opponent. But how else can you think about plans?

JB: Well, the goal of playing is to learn how to find the moves that underlie sensible plans.

ER: Oh, I get it! You can't tell me how to find good plans, but if I think that go is merely about massive amounts of reading I'll never be *looking* for strategic concepts and will never find them.

JB: If you focus your attention on tactical aspects of the game, I don't think you can get past a certain level.

ER: How did you get involved with go?

JB: Go is just a beautiful game. I love it. I love to think about broad ideas but I can't stand picky little details. I hate practicing the same thing over and over and I hate to memorize. If go were a game that required that I wouldn't do it. I played checkers, but then I realized that it was all predetermined. Chess is basically just reading. But go is unlimited. Every time I reach another level I see more to learn.



John Bender at the US Go Congress

I majored in thinking as a child. I played lots of games. I never had trouble with games so I didn't assume it would be hard. Most people are scared about learning things. I never studied like other people. I will read a book quickly, then lie down, close my eyes, think about it and maybe go to sleep.

ER: Do you keep score during a game?

JB: I estimate within five or ten points occasionally at the endgame. Also, there are times during the middle game when I count, for instance when I am deciding whether to invade a framework or just reduce it.

ER: Do you think a good memory is important?

JB: Well, I don't have a good memory. I can't remember my games to record them.

ER: What about studying *joseki* (opening patterns)?

JB: I don't think they are very important. Ishida's *Joseki Dictionary* is full of examples of pros making mistakes in *joseki* and getting ripped up. Memorizing a *joseki* only helps if your opponent is obliging enough to play it. Pros

often do not follow a *joseki* because of a global situation on the board. I think understanding the sente/gote factor is as important as memorizing *joseki*.

However, it is useful to look up the ones where you keep getting clobbered. Leafing through Ishida's *Joseki Dictionary*, what is just glaring is that move order is crucial. It comes up over and over again. When pros study they don't remember for the sake of remembering. Sure, they know all the old games. They study to get a feel for the flow of the game at various times. So memory isn't crucial.

I think it helped me that I never saw bad moves being played. We tell beginners to play against people their own strength, but that's not as helpful - they will just get into the habit of playing very bad moves.

Beginners should read strategy books like *Strategic Concepts of Go* right away. I read it when I was 15-kyu. My favorites are

Breakthrough To Shodan and *What's Your Rating?*. In *Breakthrough* Miyamoto talks about confidence. The problems in *What's Your Rating* are very good because they don't tell you what your plan should be. However, you can't really judge your rating by book tests like this.

ER: You seem to have a very assertive, almost aggressive style of play.

JB: I often punish my opponent for trying something unreasonable. But I don't think of my play in terms of being aggressive. My first premise is: I am going to play like me. I am not going to be a candle in the wind, ready to be blown out by every breeze that comes along. My attitude is to be an inferno - a hurricane could be blowing and it wouldn't make any difference. I am going to play my way. That way the result of the game is an indication of whether the plan originally made sense or not.

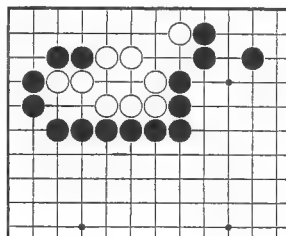
IN PRAISE OF TSUME GO (Life and Death)

by Nobuaki Maeda 9-dan
from Kido Dec. 1980
translated by Bob Terry

The late Maeda was famous in Japan as "the god of tsume go" - the creation and study of small life and death problems. His texts for beginners and intermediate players were, and still are, widely circulated. His three-volume *Life And Death* series, complete with an insert showing essential kanji, is often sold to Western players.

This is one of his ingenious little puzzlers. Please try to destroy the White group at the right. Hint: keep your eye on the relationship between the eye White has apparently made steady, and the bad aji he has on the side of the board.

The answer appears on p. 48.



B to play

Did This Man Teach George Washington To Play Go?

by Jaap K. Blom



**Andreas Everardus van Braam
Houckegeest**

After several personal tragedies he re-entered The Dutch East India Company and became the chief of their trading post in Canton. At his insistence, the company agreed to send a delegate to Beijing under the direction of Isaac Titsingh, with Van Braam as second ambassador.

Back in the US, Van Braam bought a country house near Bristol, PA, which he called China's Retreat. A book he published¹ contained the diary he kept during the embassy, amplified by a series of comments on Chinese culture and a number of appendices on specific items. One comment starts as follows:

I don't think I can end this work better than with a short note about the various games in use among the Chinese. The first, and most esteemed, is called Ouay-ki. It is a sort of war game in which the object is to capture a country. It is played with little round and flat stones, usually black and white, numbering 180 of each color which one places on a paper checkerboard where colored compartments cross each other. This game is so difficult that I've been assured that no one has existed who played it with all the perfection it is susceptible of. It would take too long and be too difficult to quote its rules. They can be found in a book printed in China, which I possess with very clear instructions on its course. It exacts even more silence and attention than chess. It is the favorite game of the scholars and statesmen.

Around two hundred years ago, the Constitutional Convention gathered in Philadelphia. It is not known what part, if any, was played in this American drama by Andreas Everardus van Braam Houckegeest. It is known, however, that eight years later, on December 3, 1795, Van Braam set sail for The City of Brotherly Love from Canton, China. He had just taken part in an embassy to the imperial court in Beijing - which made him the first American citizen ever received there - and in his luggage he had a go set and a Chinese book on the game.

Van Braam was born in the Netherlands in 1739. During a career with The Dutch East India Company he lived alternately in China and in the Netherlands. In 1783 he emigrated to the US, settled in Charleston, SC, and became a US citizen the following year.

¹ Andreas Everardus Van Braam Houckegeest: *Voyage de l'ambassade de la Compagnie des Indes Orientales Hollandaises, vers l'empereur de le Chine*, Philadelphia, 1798

Van Braam then goes on to mention "Che-on-khie" (Chinese chess), which he amply describes in one appendix, and other games. He considers Chinese chess to be superior to the European game. He mentions that he plays Chinese chess, but he doesn't say about go.

Most of this information is from a 1938 article by J.J.L. Duyvendak², professor at Leyden, who also says that

it is not improbable that Van Braam became acquainted with George Washington and his wife. His name is connected with a set of china which Martha Washington owned, and which he may have presented to her. He dedicated his book to Washington, who was then on the eve of retiring from his second term. Washington's interest in agriculture must have vividly appealed to Van Braam, himself an ardent agricultural reformer, whose interest in Chinese agriculture is one of the most engaging features of his book.

For unknown reasons Van Braam left the US again in 1798, and after short stays in England - where he offered his Chinese collection for sale - and Germany, he died in Amsterdam in 1801. The catalog of the sale of his estate mentions "a printed treatise on the game of Whey Ky, with scheme of the board and 2 bowls with men for playing the game."

2 J.J.L. Duyvendak: "The last Dutch embassy to the Chinese court (1794-1795)" in: *Toung Pao*, 34 (1938), 1.

CONGRESS *cont'd from p. 31*

will be engraved on a plaque that will now travel to future Congresses.

Bob McGuigan and Micah Feldman also worked hard to pull everything together. Katherine Wolfthal and Sam Zimmerman spent more time than anyone in the office working on the pairings for the Congress Championship and The Easterns. Somehow, though, Sam found time to play his five games in the Congress Championship - and win them all! Ken Koester directed the lightning tournament and helped out in many other ways, as well as advancing thoughtful proposals throughout the week intended to strengthen the national tournament system. He is our

new Tournament Coordinator.

Once things got rolling, Wanda Metcalf and Chris Garlock, among others, pitched in as needed in many ways. Using Zimmerman's pairings, John Goon directed the main tournament. Barbara Calhoun organized the pro events with help from Roy Laird. Frank Fallon helped to run the store. And to Bob High, John Gantry, Chris Kirschner, Les Lanphear, Steve Mays, Richard Simon, and everyone else who helped to move chairs, post announcements, monitor events, conduct overtime, and all the other little things that make a Congress work - thanks for helping out, we'll see you in Berkeley!

pieces with a more light-hearted or whimsical touch. For example Maitre Lim, a Korean 6-dan who has published several books on go and taught many of France's strongest players, recently wrote an article on "Go and the I Ching." And there was Pierre Lalo's "The Proverb of the Day," dedicated to science-fiction writer Cordwainer Smith (in "real life" Dr. Paul Linebarger, an expert on Asian studies and psychological warfare!). The articles are enlivened by photos, line drawings and some wonderful cartoons, some of which have graced the pages of the **AGJournal**.

Regards Sur le Go, a special edition of the French Journal, contains valuable material not available elsewhere.

And In English Too!

Both Canada and Great Britain have very active go associations, and their regular journals are well worth the attention of go aficionados in the US. **The Canadian Go Review**, a quarterly, generally carries less in the way of game commentary and problems than other journals, but recently has had an interesting series entitled "Ruling The Game," dealing with all kinds of issues relating to tournament play – how a Swiss-McMahon tournament is organized, the kinds of disputes a Tournament Director is likely to have to resolve, etc. **The Review** also carries regular announcements of Canadian tournaments which may be of interest to some players, especially in the Northern US.

The British Go Journal, 32 pages published 4 times per year, features tournament reports and game commentary from the UK and Europe, as well as occasional articles on topics such as computer go, go ratings, etc. While its coverage of the Continental go scene is obviously not as extensive as in the Dutch German and French publications the BGJ provides a good introduction to the European go scene for the English-speaking player.

Vital Statistics

Addresses and subscription rates for the publications reviewed here are given below. They are as accurate as possible but are subject to change. Most of them require payment in the form of bank drafts (not ordinary checks) in their own currency. Most also offer back issues; write them for details.

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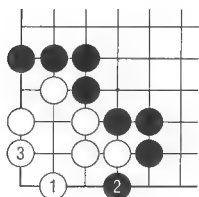
France

Go – Revue Française Du Go
BP 95, F-75262
Paris cedex 06, FRANCE
Acct #CCP 1 222 07 M. Rouen
150 Fr./year (overseas rate)

Great Britain

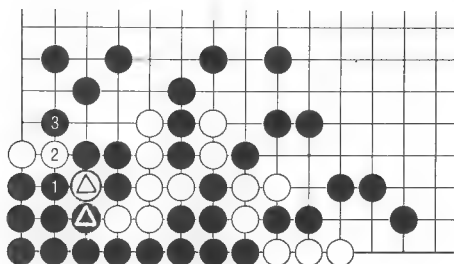
British Go Journal
c/o Membership Secretary, BGA
The Hollies, Wollerton, Market Drayton
Shropshire TF9 3LY, GR. BRITAIN
£7/year (overseas rate)

Answers TO KIM'S Killers



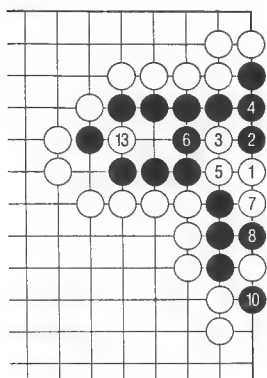
Answer 1.

Problem 1. The 1-2 point is often the vital spot.



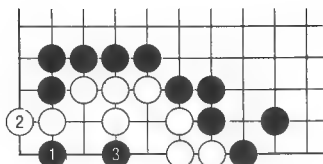
Answer 3.

Problem 3. 4 at 5 at



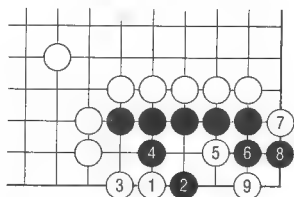
Answer 5.

Problem 5. 9 at 5; 11 at 1; 12 at 3. An example of “playing under the stones.”



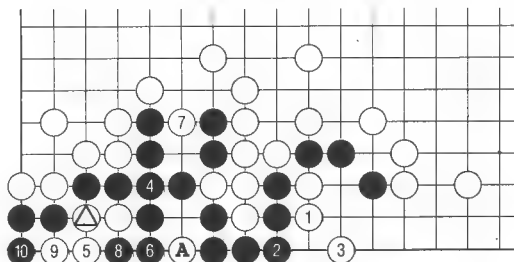
Answer 2.

Problem 2. If this were a game, how many of you would hane at 2 without thinking twice? In this shape the clamping tesuji of 1 is usually a good move. (Note that again the vital spot is the 1-2 point.)



Answer 4.

Problem 4. The classic way of dealing with this problem. One should memorize the calm knight's move of 1.



Answer 6.

Problem 6. 11 at This is really a two-part problem. With 3 first White destroys the possibility of an eye on the right by killing the three black stones. (They are helpless due to the aji at a.) Then White plays “under the stones” again (as in #5) to destroy the other eye.

scoring a big loss against Malaysia, which placed 19th. I guess it must be hard to learn go upside down. Seriously, a strong Chinese player has recently moved there, and improvements are expected.

The adult tournament was highly informal. No records were taken and no awards were given at the closing ceremony. I did poorly, partly because of jet lag. I did beat the Australian captain, but mostly because of his help. At times I was actually asleep when it was my turn to punch the clock!

Alan Chen got off to a good start by defeating a Korean in what may have been the upset of the tournament. In a difficult game Allen succeeded in making a profit from a favorable ko. He entered his second game, with a boy from Hong Kong, with confidence, and developed a favorable position. Unfortunately, jet lag caught up with him since this was in the evening. Instead of playing safe and coasting to sustain the lead, he made overplays followed by further blunders which cost him the game.

Among the pros attending the tournament was Nie Wie-ping, the star player from China who defeated several top Japanese pros in a row in the recent NEC Super Go match. I had the opportunity to play him in a simultaneous exhibition. Needless to say I lost. I can take satisfaction in the fact that in a classic star-point joseki I did not get tricked into taking a stone of his on a small scale. Instead, I lost all my stones in the area so he got territory on a large scale.

The last day was spent sightseeing and visiting an amusement park. Finally the

kids had a chance to relax from go and attacked each other with water pistols in a spirit of fun. In the evening there was a Captains' meeting, followed by an exotic banquet at a Chinese restaurant.

At the meeting, both Schlemper and I expressed our concerns about children who come to the tournament traveling in strange places by themselves. Schlemper cited the example of the Czechoslovakian 15-year-old, who knows no Western European or Oriental language. He had to change planes in Bangkok all by himself.

It was also suggested that evening games be avoided. At other international tournaments, games are played primarily in the morning and afternoon.

This year's WYWC was disorganized and disappointing in some respects. The awards ceremony was almost entirely in Chinese with no translation - fine for a local tournament, but not for a world event. I found it upsetting that the Australian delegate missed the closing banquet because no one told him about it - it was only announced by word of mouth.

In conclusion, there is hope that the youth tournaments will keep getting better and better as go keeps spreading throughout the world and the quality of play keeps improving. In particular I foresee a bright future for the US. In the West there is Mr. Yang's excellent teaching. In the east, 16-year-old David Mechner 3-dan has begun taking lessons from Janice Kim, a charming youngster who recently became professional at the Hankuk Kiwon. So I say to the rest of the world, "You better take us seriously next year."

MAEDA'S LIFE AND DEATH (from p. 42)

Answer To Problem

DIAGRAM 1: You probably looked at the attachment of B1 first. But if you concluded that all Black can hope for is a ko at *a*, you didn't look deeply enough. Go back and try again.

Tsume go demands that one investigate a situation thoroughly and deserves high praise for enriching our appreciation of the depth of the game of go.

DIAGRAM 2: Aha! You say, B1 is tesuji. But what if your opponent sprang the counter-tesuji of W2 against you in a tournament game? Didn't see that, did you? Now if Ba, Wb-Bc, and White lives with *d*. Try again. Second point: Tsume go introduces move that you would rarely consider otherwise.

DIAGRAM 3: Tsume go teaches us to calmly examine a position. Since nothing is at stake here, you might conclude that it is a waste of time to try and solve this problem. But it's for just that reason that you can see the truth of the matter clearly unemotionally. B1 is such a cold-blooded move. But W2 is too weak a response. B3 finishes him off with ease. Note that B3 at *a* would allow Wb. Let's examine the situation further.

DIAGRAM 4: Tsume go demands that we examine our opponent's best response, surely a necessary skill for improvement. If the diagonal play of W2 appeared in that tournament game of yours, would you know what to do? B3 and 5 are common techniques, but suddenly with W10 it's ko again.

DIAGRAM 5: Tsume go shows how the incorrect use of suji (standard plays) can result in the rupture of one's plan. Playing 1 is a famous suji, but when White captures at 6 he can either atari at *a* or make his other eye.

DIAGRAM 6: Tsume go gives you the solution. (This is not always available in tournament games.) B3 is a truly skillful sacrifice play.

White has no choice but to secure the eye with 4. The way Black brings about White's shortage of liberties with 5-9 is pretty as a picture. This is the solution.

DIAGRAM 7: Tsume go problems are solvable as long as you read out all the variations. If White plays 8, Black captures at 9. There is no other variation for W.

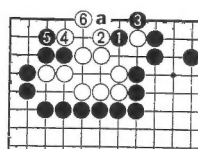


Diagram 1

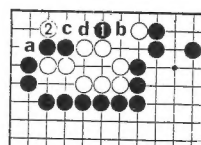


Diagram 2

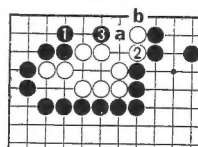


Diagram 3

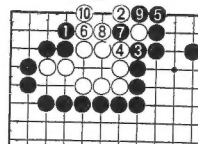


Diagram 4

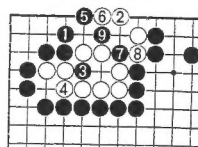


Diagram 5

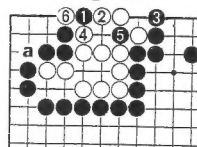


Diagram 6

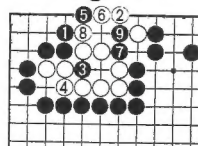


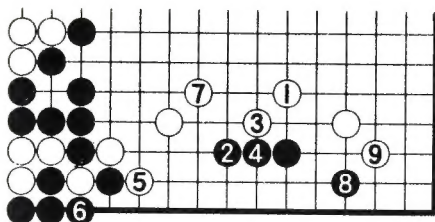
Diagram 7

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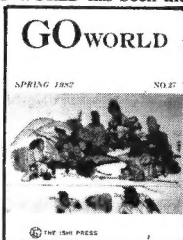
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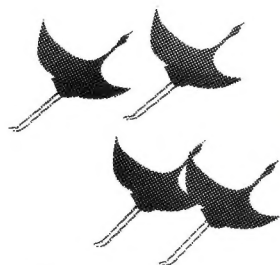
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